



- Replace Fireball (6) with Lightning Bolt (3)

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- Shroud of the Saint

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### The Captain[1]

Hero (Inf)

| Unit Size           | Sp | Me | Ra | De | At | Ne    | Pts |  |
|---------------------|----|----|----|----|----|-------|-----|--|
| (1) Captain Boromir | 5  | 3+ | -  | 5+ | 5  | 12/14 | 150 | Hero (Inf), Crushing Strength (1), Individual, Master Tactician, Rallying! (2), Very Inspiring |

### Giant

Monster

| Unit Size               | Sp | Me | Ra | De | At       | Ne    | Pts |  |
|-------------------------|----|----|----|----|----------|-------|-----|--|
| (1) G. of the Forests   | 7  | 4+ | -  | 5+ | D6<br>+6 | 17/19 | 190 | Brutal, Crushing Strength (3), Fury, Strider |
| (1) G. of the Marshes   | 7  | 4+ | -  | 5+ | D6<br>+6 | 17/19 | 190 | Brutal, Crushing Strength (3), Fury, Strider |
| (1) G. of the Mountains | 7  | 4+ | -  | 5+ | D6<br>+6 | 17/19 | 190 | Brutal, Crushing Strength (3), Fury, Strider |

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**Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.

**Blessing of the Gods** The unit has the Elite special rule.

**Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.

**Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.

**Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

**Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.

**Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**Fury** While wavered, this unit may declare a Counter-Charge.

**Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.

**Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.

### **Individual**

Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.

Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.

Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

**Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

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| <b>Lightning Bolt</b>                      | Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.  |
| <b>Maccwar's Potion of the Caterpillar</b> | The unit has the Pathfinder special rule.   |
| <b>Master Tactician</b>                    | You can redeploy D3 of your own units after deployment is finished, but before vanguard moves are made. Cannot be used on Allied Units.   |
| <b>Orcish Skullpole</b>                    | The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.          |
| <b>Phalanx</b>                             | Units that charge this unit's front cannot use the Thunderous Charge special rule.  |
| <b>Rallying!</b>                           | Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.   |
| <b>Shroud of the Saint</b>                 | Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).   |
| <b>Strider</b>                             | The unit never suffers the penalty for Hindered charges.  |
| <b>Thunderous Charge</b>                   | All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered. |
| <b>Very Inspiring</b>                      | This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.   |